

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

Claim 1 (currently amended): A gaming device comprising:

a housing;

a refractive light display connected to said housing, said refractive light display including a first side and a second side, said first side of said refractive light display including a first refractive surface and a second refractive surface, said first and second refractive surfaces each having a first end and a second end, wherein said first end of said first refractive surface is at a point on said first side and said first end of said second refractive surface is at a different spaced-apart point on said first side, said first and second refractive surfaces extending from said first side toward said second side, and wherein said first refractive surface and said second refractive surface define at least part of a groove in said first side;

at least one light source connected to said housing for directing light into the refractive light display; and

a processor for controlling the light source to selectively direct light into the refractive light display to pass the light through the first and second refractive surfaces and illuminate at least part of the groove defined by the first and second refractive surface surfaces in the first side of the refractive light display in coordination with a game function.

Claim 2 (currently amended): The gaming device of Claim 1, wherein said refractive light display includes a plurality of ~~refractive surfaces~~ the grooves which form a symbol, image, pattern or design.

Claim 3 (original): The gaming device of Claim 1, wherein the refractive light display includes a transparent edge-lit material.

Claim 4 (original): The gaming device of Claim 1, wherein the refractive light display includes a translucent edge-lit material.

Claim 5 (original): The gaming device of Claim 1, which includes a symbol display connected to the housing adjacent to the refractive light display, said symbol display including at least one symbol.

Claim 6 (original): The gaming device of Claim 5, wherein the symbol display includes a plurality of symbols.

Claim 7 (original): The gaming device of Claim 5, wherein the symbol display is a video display device.

Claim 8 (original): The gaming device of Claim 5, wherein the symbol display is a mechanical display device.

Claim 9 (original): The gaming device of Claim 5, wherein the symbol display is an award wheel controlled by the processor having a plurality of sections each including at least one symbol.

Claim 10 (original): The gaming device of Claim 9, wherein at least one of the sections includes a plurality of symbols.

Claim 11 (original): The gaming device of Claim 5, wherein the symbol display includes at least one player selectable selection associated with at least one symbol of the symbol display.

Claim 12 (original): The gaming device of Claim 1, which includes a plurality of light sources mounted to the housing adjacent to the refractive light display and controlled by the processor.

Claim 13 (original): The gaming device of Claim 12, wherein the plurality of light sources include a plurality of lights.

Claim 14 (original): The gaming device of Claim 1, wherein the light source includes a plurality of lights.

Claim 15 (original): The gaming device of Claim 14, wherein the plurality of lights are the same color.

Claim 16 (original): The gaming device of Claim 14, wherein the plurality of lights are different colors.

Claim 17 (previously presented): The gaming device of Claim 1, wherein the refractive light display includes at least one section of edge-lit material having a refractive surface.

Claim 18 (original): The gaming device of Claim 17, wherein the section of edge-lit material includes a reflective material to prevent light from exiting at least one edge of said edge-lit material.

Claim 19 (original): The gaming device of Claim 18, wherein the reflective material is a reflective coating on said edge.

Claim 20 (original): The gaming device of Claim 18, wherein the reflective material is a material selected from the group consisting of: metallic paints, metal tapes, and metallic coatings.

Claim 21 (original): The gaming device of Claim 1, wherein the refractive light display is made from an acrylic edge-lit material.

Claim 22 (original): The gaming device of Claim 1, wherein the refractive light display is made from an edge-lit material selected from the group consisting of: plastic and glass.

Claim 23 (currently amended): The gaming device of Claim 1, wherein the refractive light display includes a plurality of layers of edge-lit material each layer of edge lit material having a first side and a second side.

Claim 24 (currently amended): The gaming device of Claim 23, wherein the first side of each of the layer-layers of edge-lit material includes a refractive surface.

Claim 25 (original): The gaming device of Claim 24, which includes a plurality of light sources connected to the housing, wherein each light source is positioned to direct light into one of said layers of edge-lit material.

Claim 26 (original): The gaming device of Claim 1, wherein the game function includes a game mode.

Claim 27 (original): The gaming device of Claim 26, wherein the game mode is a mode selected from the group consisting of: an attract mode, an idle mode, a normal mode, a game mode, a bonus game mode, a game start mode, a jackpot mode, a cash out mode, and a player tracking mode.

Claim 28 (currently amended): A gaming device comprising:
a housing;

a refractive light display connected to said housing, said refractive light display including a first side and a second side, said first side of said refractive light display including a first refractive surface and a second refractive surface, said first and second refractive surfaces each having a first end and a second end, wherein said first end of said first refractive surface is at a first point on said first side and said first end of said second refractive surface is at a different spaced-apart point on said first side, said first and second refractive surfaces extending from said first side toward said second side, and wherein said first refractive surface and said second refractive surface define at least a part of a groove in said first side;

a symbol display connected to said housing and positioned adjacent to the refractive light display, said symbol display having at least one symbol;

at least one light source connected to said housing for directing light into the refractive light display; and

a processor for controlling the light source to selectively direct light into the refractive light display to pass the light through the first and second refractive surfaces to illuminate at least part of the groove defined by the first and second refractive surfaces surface in the first side of the refractive light display and for indicating at least one symbol on the symbol display or at least one game mode.

Claim 29 (original): The gaming device of Claim 28, wherein the light source includes a plurality of lights.

Claim 30 (original): The gaming device of Claim 29, wherein the plurality of lights are the same color.

Claim 31 (original): The gaming device of Claim 29, wherein the plurality of lights are different colors.

Claim 32 (original): The gaming device of Claim 28, wherein the symbol display includes a plurality of symbols.

Claim 33 (original): The gaming device of Claim 28, wherein said symbol display is an award wheel controlled by the processor, and which includes a plurality of award symbols.

Claim 34 (original): The gaming device of Claim 28, wherein said symbol display is at least one reel.

Claim 35 (currently amended): The gaming device of Claim 34, wherein the ~~refractive surface~~ groove forms at least one payline associated with said reel.

Claim 36 (original): The gaming device of Claim 28, wherein said symbol display includes a plurality of player selectable selections.

Claim 37 (original): The gaming device of Claim 28, wherein said symbol display is a video display device.

Claim 38 (original): The gaming device of Claim 28, wherein the refractive light display includes a plurality of refractive surfaces which form a pattern, image or design.

Claim 39 (original): The gaming device of Claim 28, wherein the refractive surface functions as a symbol indicator.

Claim 40 (currently amended): A gaming device comprising:
a housing;
an award display movably mounted to said housing, said award display including at least one award symbol;
a refractive light display mounted to said housing and adjacent to said award display, said refractive light display including a first side and a second side, said first side of said refractive light display including a first refractive surface and a second refractive surface, said first and second refractive surfaces each having a first end and a second end, wherein said first end of said first refractive surface is at a point on said first side and said first end of said second refractive surface is at a different spaced-apart point on said first side, said first and second refractive surfaces extending from said first side toward said second side, and wherein said first refractive surface and said second refractive surface define at least part of a groove in said first side;
at least one light source connected to said housing for directing light into the refractive light display; and
a processor for controlling said award display and the light source to selectively direct light into the refractive light display to pass the light through the first and second refractive surfaces to illuminate at least part of the groove defined by the first and second refractive surface-surfaces in the first side of the refractive light display and for indicating at least one symbol on the award display or at least one game mode.

Claim 41 (currently amended): The gaming device of Claim 40, wherein the ~~refractive surface~~ groove functions as an award indicator selected from the group consisting of: a pointer, barrier, box, area, payline and indicator.

Claim 42 (original): The gaming device of Claim 40, wherein the light source includes a plurality of lights.

Claim 43 (original): The gaming device of Claim 42, wherein the lights are different colors.

Claim 44 (original): The gaming device of Claim 40, wherein the award display is an award wheel rotatably mounted to the housing and having a plurality of award symbols.

Claim 45 (currently amended): A gaming device comprising:

a housing;

an award display movably mounted to said housing, said award display including at least one award symbol;

a refractive light display movably mounted to said housing and adjacent to said award display, said refractive light display including a first side and a second side, said first side of said refractive light display including a first refractive surface and a second refractive surface, said first and second refractive surfaces each having a first end and a second end, wherein said first end of said first refractive surface is at a point on said first side and said first end of said second refractive surface is at a different spaced-apart point on said first side, said first and second refractive surfaces extending from said first side toward said second side, and wherein said first refractive surface and said second refractive surface define at least part of a groove in said first side of said refractive light display;

at least one light source connected to said housing for directing light into the refractive light display; and

a processor for controlling said award display and the light source to selectively direct light into the refractive light display to pass the light through the first and second refractive surfaces to illuminate at least part of the groove defined by the first and second refractive surface-surfaces in the first side of the refractive light display and for indicating at least one symbol on the award display or at least one game mode.

Claim 46 (original): The gaming device of Claim 45, wherein said processor is adapted to cause the award display and said refractive light display to move in the same direction.

Claim 47 (original): The gaming device of Claim 45, wherein said processor is adapted to cause the award display and said refractive light display to move in different directions.

Claim 48 (original): The gaming device of Claim 45, wherein the light source includes a plurality of lights.

Claim 49 (original): The gaming device of Claim 48, wherein the lights are different colors.

Claim 50 (currently amended): A gaming device comprising:
a housing;
a reel mounted to said housing, said reel having at least one symbol;
a refractive light display mounted to said housing adjacent to said reel, said refractive light display including a first side and a second side, said first side of said refractive light display having a first refractive surface and a second refractive surface, said first and second refractive surfaces each having a first end and a second end, wherein said first end of said first refractive surface is at a point on said first side and said first end of said second refractive surface is at a different spaced-apart point on said first side, said first and second refractive surfaces extending from said first side toward said second side, and wherein said first refractive surface and said second refractive surface define at least part of a groove that functions as a pay indicator;
at least one light source connected to said housing for directing light into the refractive light display; and
a processor for controlling the light source to selectively direct light into the refractive light display to pass the light through the first and second refractive surfaces to illuminate at least part of the groove defined by the first and second refractive surfaces in the first side of the refractive light display to indicate at least one symbol or at least one game mode.

Claim 51 (original): The gaming device of Claim 50, wherein the reel includes a plurality of symbols.

Claim 52 (original): The gaming device of Claim 50, wherein the award display includes a plurality of reels with a plurality of symbols.

Claim 53 (currently amended): The gaming device of Claim 50, which includes a plurality of first and second refractive surfaces that define grooves that function as paylines.

Claim 54 (original): The gaming device of Claim 50, wherein the pay indicator is selected from the group consisting of: a payline, barrier, an arrow, an area and a box.

Claim 55 (original): The gaming device of Claim 50, wherein the pay indicator extends horizontally, vertically, diagonally or any combination thereof.

Claim 56 (currently amended): A gaming device comprising:
a housing;

a refractive light display connected to said housing, said refractive light display including a first side and a second side, said first side of the refractive light display including a first refractive surface and a second refractive surface, said first and second refractive surfaces each having a first end and a second end, wherein said first end of said first refractive surface is at a point on said first side and said first end of said second refractive surface is at a different spaced-apart point on said first side, said first and second refractive surfaces extending from said first side toward said second side, and wherein said first refractive surface and said second refractive surface define at least part of a groove in said first side;

at least one light source connected to said housing for directing light into the refractive light display;

a sub-processor for controlling the light source to selectively direct light into the refractive light display to pass the light through the first and second refractive surfaces and illuminate at least part of the groove defined by the first and second refractive surface surfaces in the first side of the refractive light display; and

a processor for communicating with the sub-processor and for co-acting with the refractive light display to indicate a game function or a game mode.

Claim 57 (currently amended): A gaming device comprising:
a housing;

a refractive light display connected to said housing, said refractive light display including a first side, a second side and at least one reflective layer, said first side of the refractive light display including a first refractive surface and a second refractive surface and at least one reflective layer, said first and second refractive surfaces each having a first end and a second end, wherein said first end of said first refractive surface is at a point on said first side and said second end of said second refractive surface is at a different spaced-apart point on said first side, said first and second refractive surfaces extending from said first side toward said second side, and wherein said first refractive surface and said second refractive surface define at least part of a groove in said first side;

at least one light source connected to said housing for directing light into the refractive light display; and

a processor for controlling the light source to selectively direct light into the refractive light display to pass the light through the first and second refractive surfaces and illuminate at least part of the groove formed by the first and second refractive surface-surfaces in the first side of the refractive light display and to indicate a game function or a game mode, wherein the reflective layer prevents said light from exiting from at least one portion of the refractive light display.

Claim 58 (original): The gaming device of Claim 57, wherein the reflective layer includes a reflective material.

Claim 59 (original): The gaming device of Claim 58, wherein the reflective material is selected from the group consisting of: metallic paints, metal tapes, and metallic coatings.

Claim 60 (original): The gaming device of Claim 57, wherein the refractive light display includes a plurality of refractive surfaces and reflective layers.

Claim 61 (currently amended): A gaming device comprising:
a housing;

a refractive light display mounted to said housing having a plurality of layers, each of said layers including a first side and a second side, each of said first sides of said layer-layers including a first refractive surface and a second refractive surface, said first and second refractive surfaces each including a first end and a second end, wherein said first end of said first refractive surface is at a point on said first side and said first end of said second refractive surface is at a different spaced-apart point on said first side, said first and second refractive surfaces extending from said first side toward said second side, and wherein said first refractive surface and said second refractive surface define at least part of a groove in said first sides of said layers;

a plurality of light sources connected to said housing for directing light into each of said layers; and

a processor for controlling the light sources to selectively direct light into the refractive light display to pass the light through the first and second refractive surfaces and illuminate at least part of the groove defined by the first and second refractive surfaces in the first side of each of the layers to coordinate with a game function, indicate at least one symbol or indicate a game mode.

Claim 62 (currently amended): The gaming device of Claim 61, wherein the refractive light display includes a plurality of first and second refractive surfaces that define a plurality of grooves and, wherein the ~~refractive surfaces~~ grooves form a pattern, image or design.

Claim 63 (currently amended): A method for operating a gaming device, said method comprising the steps of:

- (a) activating a symbol display including a plurality of symbols in a game;
- (b) causing a light source to direct light into at least one edge of a refractive light display adjacent to said symbol display; and
- (c) refracting said light from through at least one refractive surface a first refractive surface and a second refractive surface, said first and second refractive surfaces each having a first end and a second end, wherein said first end of said first refractive surface is at a point on a side of said refractive light display and said first end of said second refractive surface is at a different spaced-apart point on said side of said refractive light display, said first and second refractive surfaces extending from said side toward another side of said refractive light display, wherein said first refractive surface and said second refractive surface define at least part of a groove in the side of the refractive light display, and wherein said light refracting through said first and second refractive surfaces illuminates at least a part of the groove to indicate at least one of the symbols of the symbol display.

Claim 64 (original): The method of Claim 63, wherein the symbol display is an award wheel having a plurality of award symbols.

Claim 65 (original): The method of Claim 63, which further includes the step of moving the symbol display and the refractive light display simultaneously.

Claim 66 (original): The method of Claim 63, which further includes the step of alternately moving the symbol display and the refractive light display.

Claim 67 (currently amended): A method for operating a gaming device, said method comprising the steps of:

- (a) spinning one or more reels;
- (b) causing a light source to direct light into at least one edge of a refractive light display; and
- (c) refracting the said light from through at least one refractive surface a first refractive surface and a second refractive surface, said first and second refractive surfaces each having a first end and a second end, wherein said first end of said first refractive surface is at a point on a side of said refractive light display and said first end of said second refractive surface is at a different spaced-apart point on said side of said refractive light display, said first and second refractive surfaces extending from said side toward another side of said refractive light display, wherein said first refractive surface and said second refractive surface define at least part of a groove in the side of the refractive light display, and wherein said light refracting through said first and second refractive surfaces illuminates at least a part of the groove to display to illuminate a pay indicator for said reels.

Claim 68 (currently amended): The gaming device of Claim 1, wherein the refractive light display includes a plurality of first and second refractive surfaces that define grooves in said side of the refractive light display, and wherein the processor causes the light source to selectively direct light into the refractive light display to illuminate at least part of the refractive surfaces grooves.

Claim 69 (currently amended): The gaming device of Claim 28, wherein the refractive light display includes a plurality of first and second refractive surfaces that define grooves in the said side of the refractive light display, and wherein the processor causes the light source to selectively direct light into the refractive light display to illuminate at least part of the refractive surfaces grooves.

Claim 70 (currently amended): The gaming device of Claim 40, wherein the refractive light display includes a plurality of first and second refractive surfaces that define grooves in the said side of the refractive light display, and wherein the processor causes the light source to selectively direct light into the refractive light display to illuminate at least part of the refractive surfaces grooves.

Claim 71 (currently amended): The gaming device of Claim 45, wherein the refractive light display includes a plurality of first and second refractive surfaces that define grooves in said side of the refractive light display, and wherein the processor causes the light source to selectively direct light into the refractive light display to illuminate at least part of the refractive surfaces grooves.

Claim 72 (currently amended): The gaming device of Claim 50, wherein the refractive light display includes a plurality of first and second refractive surfaces that define grooves in the said side of the refractive light display, and wherein the processor causes the light source to selectively direct light into the refractive light display to illuminate at least part of the refractive surfaces grooves.

Claim 73 (currently amended): The gaming device of Claim 56, wherein the refractive light display includes a plurality of first and second refractive surfaces that define grooves in said side of the refractive light display, and wherein the processor causes the light source to selectively direct light into the refractive light display to illuminate at least part of the refractive surfaces grooves.

Claim 74 (currently amended): The gaming device of Claim 57, wherein the refractive light display includes a plurality of first and second refractive surfaces that define grooves in said side of the refractive light display, and wherein the processor causes the light source to selectively direct light into the refractive light display to illuminate at least part of the refractive surfaces grooves.

Claim 75 (currently amended): The gaming device of Claim 61, wherein the refractive light display includes a plurality of first and second refractive surfaces that define grooves in said side of the refractive light display, and wherein the processor causes the light source to selectively direct light into the refractive light display to illuminate at least part of the refractive surfaces grooves.

Claim 76 (new): The gaming device of Claim 1, wherein the groove includes a v-shaped groove.

Claim 77 (new): The gaming device of Claim 28, wherein the groove includes a v-shaped groove.

Claim 78 (new): The gaming device of Claim 40, wherein the groove includes a v-shaped groove.

Claim 79 (new): The gaming device of Claim 45, wherein the groove includes a v-shaped groove.

Claim 80 (new): The gaming device of Claim 50, wherein the groove includes a v-shaped groove.

Claim 81 (new): The gaming device of Claim 56, wherein the groove includes a v-shaped groove.

Claim 82 (new): The gaming device of Claim 57, wherein the groove includes a v-shaped groove.

Claim 83 (new): The gaming device of Claim 61, wherein the groove includes a v-shaped groove.